



The
Meshan Saga

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010	Andrew Gall	?	----
011	Robert Bettelheim	?	----
012	David Hughes	?	----
013	Brian Smaller	Classic	----
014	Christopher Griffen	TNE	----

NOTE: Member emails were removed in this re-release edition for various reasons (privacy, changes etc).

NZ No.	Name	Interests
001	Martin Rait	Publishing, kibbitzing & Meshan work
002	Philip Warnes	High tech design freak, Intrigue Playing, Meshan work
003	Aaron Barlow	Graphic art and playing
004	Malcolm Harbrow	Gearheading w/ FF&S; developing the New Era; possible player
006	Gary Ammundsen	Developing a low tech world, playing casual games
007	Michael Kerse	Playing action oriented games
008	Andrew Moffatt-Vallance	Greater Magellanic Clouds Campaign, Spinward Marches in M:0
009	Dillon Burke	Vargr, Solomani, really big shipswith really big guns.
010	Andrew Gall	Playing
011	Robert Bettelheim	Author
012	David Hughes	Was working on Victorian Era Vargr world in Meshan Sector
013	Brian Smaller	Classic Traveller, but will look at anything
014	Christopher Griffen	New Era Regency campaign

**WANTED
Traveller GM**

Wellington based

Plenty of players available!

This is a re-release edition with certain updated contact information, copyright declarations, etc. It has been transitioned to modern design software to keep this publication edition alive for the community after nearly two decades of absence. Not all editions will be returned to market in their original form, due to copyright withdrawal by a particular contributor. Some email/web link details in this publication may no longer be relevant and active. They are provided here for historical reference purposes only.



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History of the Imperium Working Group New Zealand Branch

HIWG supports the usage of **Game Designer's Workshop (GDW)** and **Imperium Games Traveller** oriented product usage. The group has a large array of alternative and supporting material for use with **Traveller**, **Megatraveller**, **Traveller: The New Era (TNE)** and **T4**.

If you would like to become a member or just want to get involved with other Traveller's then contact the New Zealand branch of **HIWG**.

HIWG New Zealand's mission is to:

- Free membership of the New Zealand organisation
- Maintain a database of contact details of all members in New Zealand.
- Maintain a database of all internet based resources for member use.
- Aid members to publish material if they lack the resources to do so.
- Distribute material received from overseas to local members.
- Aid members in subscribing to SIGs, Fanzines etc.
- Converting New Zealand writer's material into PDF format for easy archiving and international distribution.
- Maintain a data warehouse of various Traveller electronic documents.
- Foster Traveller's profile at New Zealand based conventions etc.
- Distribute an electronic newsletter relevant to New Zealand.

Membership to HIWG NZ is free.

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<https://www.fspacerpg.com>

HIWG Internet Resources

OFFICIAL HIWG MAILING LIST

message to Majordomo@qrc.com with the following in the message body:

subscribe hiwg <youraddress>

OR

subscribe hiwg-digest <youraddress>

WEB SITES

Imperium Games

<http://www.imperiumgames.com>

HIWG Australia Site

<http://dove.net.au/~grants/hiwg.html>

Roger Myhre's web site - The HIWG International Site

<http://home.sn.no/~starwolf/HIWG>

Bryan Borich's web site - HIWG Chairsophont

<Http://members.aol.com/kagekiha/traveller>

Traveller History page

<http://www.ultranet.com/~eclipse/SV/TRAV/travhist.html>

Harold Hale's Children Of Earth for TNE

<http://dopey.siscom.net/~hdhale/COE.htm>

Traveller library data

<http://www.pcug.org.au/~davidjw/>

Domain of Deneb

<http://www.best.com/~cgriffen/traveller/deneb.shtml>

NEW ZEALAND SITES

HIWG NZ - Your Site

(ed note: sorry about mistake here last issue)

<http://homepages.ihug.co.nz/~fspace/>

Andrew Moffatt-Vallance-

Home of Greater Magellanic Clouds campaign

<http://users.netaccess.co.nz/amv/trav/traveller.htm>

Andrew Gall

<http://homepages.ihug.co.nz/~slayer/>

BULLDOG - ASSAULT ARMOUR

Illustration by Aaron Barlow & Martin Rait



© 1994 Aaron Barlow

The Bulldog is a typical attempt at creating a heavy powered armour at moderate tech levels. Although it's specifications mean it would be highly effective, the power sources available mean it's duration is severely limited.

However the Advanced Weapons Laboratory at Trantil University released the design to the Federation Army. given it's short duration, the Army adopted it for strike raids in urban areas and for use in defending military bases from ground assault. The heavy armour and mobility of the unit mean that they have proved invaluable when faced with infantry support weapons that would normally have rendered normal infantry armour useless.

CRAFT ID:

Assault Armor, Type AA-3, TL-13, Mcr=0.1740287

HULL:

1/2, Disp=0.13, Config=4SL, Armor=40F,
Unloaded=2.1125tons, Loaded=2.1395tons

POWER:

1/2, Battery=0.06Mw, Duration=1hour

LOCO:

1/2, Legs=2, P/W=28, Road=95kph, Offroad=57kph

COMMO:

Radio=Cont

SENSORS:

Synthetic vision

OFF:

-

DEF:

-

CONTROL:

Panel= holodynamic linked x13

ACCOMM:

Crew=1 (Operator/Driver), None=1,

Environ=Bas env, Bas ls

OTHER:

Cargo=0.027kliters, heavy robotic arms=2,

Objsize=small, EMLevel=Moderate

FSpace Website - Where to find Traveller material

<http://homepages.ihug.co.nz/~fspace/>

If you want to commission some artwork to be done for your favourite Traveller concept, then go here

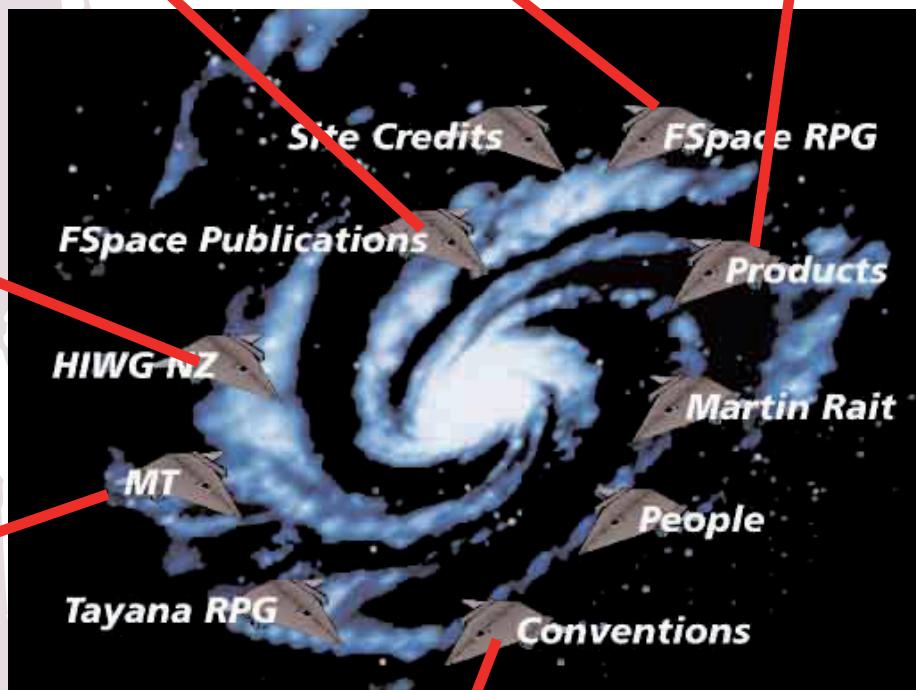
This is the main section for Traveller, containing Meshan sector material as well as the various HIWG NZ details (ie. member list, Traveller links and NZ document lists)

Now hosted at geocities and selected member sites

A wide range of Megatraveller material can be found here

This developing RPG is compatible with Traveller & is related to my MT stuff

Traveller products for NZ buyers can be found here along with other stuff and a Trade & Exchange section



NOTE: The website has long since gone.

If you want some convention information go here. Some links exist for other sites.



Aaron Barlow

Aaron is no longer available

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Spinward Marches Pre-Imperial History

Before the first Imperial colonists reached the Marches in 60 the region had for the most part remained an unsettled virgin wilderness. This did not however mean that the region was devoid of intelligent life. Far from it, many worlds had evolved their own minor races; the Marches had been an important centre in the Ancient's civilisation who had deposited a minor Human race (the Darrian) here; and over the many centuries numerous starfarers had washed up in the sector seeking refuge from persecution, war and chaos. Indeed that trend continued even into the early Imperial period, with many of the first "Imperial" settlers in fact being refugees from the various Pacification Campaigns in the more settled regions of the former Ziru Sirka. Many of these pre-Imperial settlements failed to take hold, leaving only hidden ruins and enigmas to mark their passing; but a number did survive and even thrive in their new homes.

The first settlers to reach the Marches were refugees from the Vilani Consolidation Wars. The very remoteness of the Marches was a boon to these desperate refugees. The initial Luriani settlement on Algine dates from this period, as does the Suerrat colony on Victoria (though these colonists travelled in sublight ships and did not arrive until well into the Terran period). The next settlers were Vilani fleeing the slow collapse of the Ziru Sirka. These were then followed by further refugees from the chaos that accompanied the end of the Rule of Man and the onset of the Long Night. It was one group of these which sparked the spectacular explosion of the Darrian. Finally there came the Sword Worlders, fleeing from the Old Earth Union in search of a new home.

The Ancients (-350,000 to -300,000)

The first starfarers to visit and settle the Spinward Marches were the enigmatic Ancients. The evidence is conflicting, but it would appear that the Marches were either the original home of the Ancients or settled very early in their reign. It is undeniable that since its settlement, the sector has been found to be home to an unusually high number of Ancient sites. After the Final War, the shattered remnants of the Ancients degenerated into the Droyne and Chirpers (though this is unknown until 1072, or that the Droyne are even a major race until 790), and the sector is home to no less than four Droyne worlds and nine Chirper worlds.

The Vilani (-9325 to -2219)

With the end of the Ancients civilisation jumpspace remained untravelled until -9325 when the Vilani discovered the secrets of jump drive. To the lay observer it has always appeared very curious that the Vilani never expanded to spinward farther than their very limited penetration into the Corridor sector. After all, Barnard's Star in the Solomani Rim is located 186 parsecs from Vland, whereas the borders of the Spinward Marches are but a mere 81 parsecs distant. It appears all the more enigmatic when one realises that spinward border of the Ziru Sirka was only some 35 parsecs from Vland.

However the explanation is actually rather simple: spinward expansion was planned but never prioritised. Recent research in the AAB has shown that during the Vilani's initial expansion into space, they did indeed survey well into Corridor and Deneb. However these surveys showed the region to be relatively uninviting when compared to the regions trailing and rimward of Vland. Faced with the prospect of expanding on a limited frontage into an area less attractive than those to rimward and trailing; the commercial drive of the Vilani naturally lead them to push away from Corridor and the sectors beyond.

As the Vilani expanded towards the rim they constantly found themselves facing one challenge after another that prevented them from exploiting the worlds beyond Corridor. First the regions immediately surrounding Vland were settled and the many races slowly brought under Vilani influence. Then they were faced with the Consolidation Wars and there always seemed to be just one more race to impose the Pax Vilanica on. Finally by -4000 these wars were over, the Ziru Sirka (Vilani Empire) was established and the borders fixed.

By this stage there was no longer any intention of expanding the borders any farther. To do so

would have risked technology leaking to new races, a prospect quite unacceptable to the Irgiirdi (ruling council of the three Vilani Bureaux). The surveys of the worlds beyond Corridor were forgotten and the stars passed Corridor became simply the "Lurgaash" (Dark Beyond); a realm populated by legends, myths and monsters.

However, despite this official apathy, some humans did settle in the Lurgaash throughout the Vilani period. The first settlers were non-Vilani refugees fleeing defeat in the Consolidation Wars. For these unfortunates the Lurgaash offered a potential refuge beyond the reach of the Vilani. Whilst the Vilani's control of the space leading to Corridor prevented any large scale migrations by minor races, a small number of refugees did manage to run the gauntlet and escape. Most of the refugees that did manage to escape into the Lurgaash settled in the Deneb sector, but one group was to found the first human settlement (with the exception of the Darrian) in the Marches. Around -4500 a group of Luriani (a minor human race) fleeing the Vilani reached the Marches and settled on Albine. This world is intriguing as it was again settled by a group of Solomani refugees in -1000. The result has been a curious fusion of Luriani and Solomani cultures (with an additional heavy Aslan influence). In addition to the Albine settlement, Victoria was also settled by refugees from this period. However, travelling in sublight ships, these refugees did not reach the sector until -1450.

Gradually this trickle of settlers came to a halt some 200 years after the end of the Consolidation Wars and the Lurgaash remained forgotten for some 2000 years. But by around -2800 the Ziru Sirka was starting to unravel. Despite the best efforts of the Vilani technology had leaked across the border and new states were starting to chip way at the edges. This coupled with the ossification of society and restrictions placed on subject races had gradually created immense social pressures for change. More and more groups dissatisfied with the situation within the Ziru Sirka chose that the risks of the unknown were lesser than the costs of remaining. These groups choose to strike out and leave. However again most of those fleeing the slow collapse of the Ziru Sirka that crossed into the Lurgaash followed the spinward shore of the Great Reft, or moved into Vargr space. Thus whilst many worlds in the Deneb and Trojan Reach sectors were settled at this time, but in the Spinward Marches only one world (Vanejen) was settled by this wave of refugees in around -2400.

The Terrans (-2219 to -400)

In -2219 the Ziru Sirka surrendered to the advancing fleets of the Terran Confederation. In -2204 the Confederation fleet rebelled against it's government and established the Rule of Man. Curiously this caused no great outflow of refugees into the Lurgaash. For some centuries before this the spinward border had seen the depredations of Vargr raiders from beyond the Windhorn; and the arrival of the Terran conquerors was actually viewed with great relief. To the mind of the average Vilani, the Terrans were possessed of great military capacity, after all, had they not crushed the Empire in just a few years (the bulk of the Vilani population was unaware of the nine Interstellar Wars that had preceded the eventual Terran victory, only seeing the lightning advance during the final war). To most Vilani the arrival of the Terrans was seen as a welcome restoration of order.

However these attitudes were not to last. As soon as the Rule of Man was formed, the very forces that had been slowly destroying the Ziru Sirka started to undo the new empire. The vigour of the Terrans did slow the rate of collapse in the early years of the Rule of Man, but the very nature of it's government would act to accelerate it in the later years of the Empire. Throughout it's tenure, the Rule of Man never evolved beyond a military dictatorship. No "legitimate" method of Imperial succession was ever established and thus the death of an Emperor was almost invariably accompanied by a period of intense political infighting as the various candidates sought to win over a sufficiently large portion of the fleet to ensure their succession. By -2000, military action was not uncommon in these struggles; by -1850 Imperial succession was a byword for outright war. In -1776 the central Rule of Man treasury refused to honour a bond issue by the branch treasury in Antares; this lead to a collapse of widespread interstellar commerce and is considered to mark the beginning of the Long Night.

With the breakdown of law and order it was only natural that many would seek to leave the chaos

of the Rule of Man and find refugee outside of the Empire. Several of these groups chose to establish their new homes in the Marches (Algine received its second group of settlers during this period); and it was a later group of these refugees who established the first Human interstellar state in the Marches. In -1520 a Terran merchant corporation (Itzin) based on Dingir in the Solomani Rim decided to leave the chaos of the Long Night and build a new home elsewhere. In -1511 they contacted the Darrian. The resulting fusion of Terran and Darrian cultures created a dynamic culture that went from tech level 3 to tech level 16 and colonised 17 other worlds in little over 500 years. However in -925 the Darrians accidentally induced stellar flares in their sun and the resulting disaster destroyed their interstellar civilisation for 650 years.

The final group of settlers to arrive in the Marches was the Sword Worlders who settled Gram in -399. These were a Terran utopian group that choose to strike out and find a new home. These settlers spread quickly to the adjacent worlds and had rapidly established a vibrant interstellar culture; though no interstellar political unit would be established until -186 when the Sacnoth Dominate was founded. The Dominate would collapse into a very bloody civil war in -104 and by -80 there was no effective interstellar government. The Sword Worlds would slowly recover, by -11 there were five separate Sword Worlds governments and by 104 these had unified into a single government (the Triple Alliance).

The Zhodani (-2500 to 0)

The Zhodani colonised a handful of worlds in the Chronor subsector in -2500 and then moved no farther. The reason for this is complex and requires an understanding of the Zhodani psyche. When the Zhodani embraced psionics they would eventually remove many of the pressures that drive expansion in other Humans. The underlying cause for most Human expansion has always been dissatisfaction with an individual's current situation. By embracing psionics, the Zhodani have removed many of the causes of such dissatisfaction from their society. Thus Zhodani expansion has always been much more restrained and planned than that of other races. For example, the Zhodani Consulate reached its current size around -1000 and has shown little growth since that date. The Zhodani have also chosen to expand towards the galactic core rather than the rim. This curious policy decision is apparently driven by the discovery of certain Ancient artefacts and various psionic phenomena.

This does not however mean that the Zhodani ignored their rimward border. Far from it, they paid great attention to events in the Spinward Marches and its surrounding sectors. This interest was first spurred by the destruction of the Darrian civilisation. When the Darrian's triggered subnova flares in their sun, the electromagnetic wave front travelled through space and reached Zhodani space after some 85 years. Naturally Zhodani astrophysicists were very interested in this event (believing it to be a natural occurrence) and a scientific expedition was quickly mounted to investigate. When these scientists arrived, what they found was the remnants of a civilisation that, in just 600 years, had achieved a level of technological development far in advance of their own and then triggered solar flares (something previously only achieved by the Ancients) which devastated surrounding space.

These discoveries caused much disquiet in the Consulate. Whilst they had no interest in acquiring the potentially destabilising Darrian technology, they most definitely did not want it to fall into the hands of any other race, most especially the Vargr. Therefore the Zhodani took covert steps to hinder the inevitable expansion of other cultures into the sector and sought to encourage the Sword Worlds as a potential buffer against a resurgent Darrian.

The Vargr (-200 to 0)

The Vargr started to colonise the coreward portions of the neighbouring Gvurron sector in -2800 and the first Vargr settlements in the Spinward Marches were established in -200 about

2500 years later. This long delay appears odd given the very rapid (if superficial) nature of Vargr expansion. A good part of the explanation is to be found in the collapse of the Ziru Sirka. The Vargr became aware of the existence of the Vilani in -2400 and almost immediately began to raid across the border adding to the general collapse; by -2000 the Vargr were establishing permanent settlements in formerly Human territory. With the onset of the Long Night it became a far more attractive proposition for the Vargr to expand and conquer Human worlds than to establish colonies in the uninhabited Spinward Marches.

Eventually however it was inevitable that the Vargr would begin to move into the rimward portions of Gvurron and the Marches. The Vargr expansion followed the typical pattern of Vargr expansion. Small groups of Vargr would split off from uncharismatic leaders and strike out on their own; leading to numerous widely spread small settlements. However very few of these settlers reached the Spinward Marches (there were possibly 500,000 Vargr settled in the Marches by 60). These small settlements would be unable to offer any effective resistance to the Human expansion that began in 60 and thus were easily overwhelmed by the later Imperial expansion. It was these settlements would form the basis for the many Vargr minorities that are found on the Human worlds of this region.

Minor Human Cultures

Five Human settlements were established in the sector before colonisation began in earnest in the early years of the Third Imperium. Whilst only two of them (the Darrians and the Sword Worlders) came to have a major influence on the sector, the three minor settlements each have their own distinctive culture.

Algine (2308 X766876-3 523 M9 VI)

Algine is the most unusual pre-Imperial settlement in that it has received two distinct waves of settlers. The first was a group of Luriani fleeing the Vilani Consolidation Wars; the second was a group of Solomani exiles from the Iwahfauh sector who arrived in -1000. The resulting fusion has produced a rich and unique culture.

The Luriani were the first Human settlers to reach the Spinward Marches. They have their origins in the final stages of the Vilani drive on the Luriani homeworld. When it became plain to the Luriani that defeat was inevitable, their leaders resolved to attempt to ensure the race's survival deep in uncharted space. Shortly before the final Vilani assault on the Luriani homeworld, an evacuation fleet was organised and dispatched in -4514. The fleet travelled from the Luriani homeworld in the Fornast sector, via a circuitous route that took it through Antares, Lishun Meshan and Windhorn sectors (there are records of a clash here with Vilani ships in -4509) and then on into the Lurgaash in -4507. The fleet finally came to rest at Algine in approximately -4500. Fearing Vilani pursuit, the Luriani chose to establish a hidden settlement in the coastal regions of the world's equatorial rainforests. While this deception was successful, it was only achieved at the cost of abandoning their advanced technology. Algine reverted to tech level 1 and advanced little for another 3500 years. Over this period, the settlers gradually forgot exactly how they had arrived, but they retained a memory of their flight from an enemy and remained fearful of doom from the skies. Eventually someone did come from the skies, but it was not to be the Vilani seeking retribution.

During the Interstellar Wars, numerous Terran settlements were established far beyond the Confederation's borders. Some of these were established in what was to become the Iwahfauh sector. With the onset of the Long Night these worlds were cut off from Terra and were gradually absorbed much Aslan culture and eventually became part of the Hierarchy. In -1023 one such Human world was conquered by the Khaukheirl clan and incorporated into the Hierarchy. One Human regiment (the 7th Norgal Infantry) fought with such honour and valour that the Khaukheirl resolved to allow them to retain their independence. The regiment and their families were allowed to cross the Great Rift and establish new land holdings. In -1004 the Aslan convoy transporting

them arrived in the sector and conducted a survey to find a suitable world. Finally in -1000, the regiment elected to settle on Algine.

Since their initial settlement the Luriani had fragmented into numerous tribes and by -1000 had achieved tech level 2. Their culture was still based around the traditional Luriani precepts of honour and loyalty. The Luriani warrior class had been kept alive by tribal raiding. To the Norgal Infantry, lacking sufficient numbers to colonise an uninhabited world (they numbered less than 500 families), Algine offered a culture much like their own and their best chance for survival. With their superior technology the Norgal were quickly able to establish dominance over the Luriani. The Norgal's dominance was to be short lived, within four generations their technology had failed and their dominion had come to an end. However in that brief time they were to have a profound influence on Algine.

With the coming of the Norgal, Algine was united under a single world government. Unlike the Itzin fleet on Darrian, the Norgal attempted to use their technology to dominate the Luriani. However they lacked the depth of technical knowledge to maintain their advantage for any length of time. Within 120 years of the Norgal's arrival, the Luriani revolted against these new overlords. This period is referred to locally as the Great Rebellion. It lasted for 50 years and left no clear winner. The Norgal were unable to retain control of the entire world, but the Luriani were unable to unite and totally overthrow them. By -800 Algine had become a balkanised world. Most nations were dominated by the Luriani culture, evolutions of the older pre-Norgal tribes; but in some locations the former Norgal aristocracy managed to survive; either by force of arms or by reaching an agreement with the local Luriani. From this time the history of Algine has been dominated by competition between these nations.

When the Imperial colonisation of the sector began in 60, Algine had evolved two very distinct cultures. The older Luriani culture still remains, dominating most of the world's nations. The old Norgal aristocratic culture also survived, but in a much modified form, having absorbed much of the Luriani culture.

The Luriani still retain much of their traditional culture (in many ways the Luriani on Algine are closer to the traditional pre-Vilani Luriani culture than the Luriani in Fornast), but are also influenced by Solomani and Aslan culture (via the Norgal). The basic Luriani code of honour and hospitality is still adhered to, fallen enemies are respected. However they have now embraced a much more Solomani attitude towards technology and the duelling code is clearly Aslan inspired. To a Luriani, honour comes not from triumph but from heroic efforts, their mythology is replete with heroic failure in the face of overwhelming odds. The Luriani still retain the traditional warrior class. When a Luriani reaches the age of 17 they are required to serve three months as a warrior; most then move on to other careers. However some find the "warrior's path" to their liking and choose to enter the warrior class. These warriors form the basis of the Luriani military.

The Norgal on the other hand, have been far more influenced by the majority Luriani culture. At the time of their arrival, the Norgal had absorbed much Aslan culture (their sense of honour, gender differentiation, duelling code etc.). However much of their old Terran culture still remained. After the Great Rebellion, the surviving Norgal elevated many Luriani who had supported them to the aristocracy and gradually absorbed much of the Luriani culture. Thus from that time on the Norgal have been distinguished more by culture than biology (however since the Luriani and Solomani are not interfertile, the original Norgal are still a distinct biological grouping). The Norgal are distinguished mainly by their Aslan derived gender differentiation, their Solomani derived language and their strictly stratified social order. Upper class Norgal males are exclusively warriors; and upper class Norgal females are exclusively concerned with government and administration. Both hold to the Norgal code of honour. Unlike the Luriani, the Norgal code of honour holds triumph over effort, and thus is less flexible; an insulted Luriani warrior can lose a duel with no loss of prestige provided they fought bravely, a losing Norgal will always lose prestige. The Norgal culture is very conservative, highly stratified, and generally quite oppressive. Lower class Norgal are descended from the Luriani who remained under Norgal control after the Great Rebellion. They have little or no say in their government, though they do not have to adhere to the Norgal code of honour.

Linguistically Algine is truly fascinating. There are two major language families present (the Luriani and Solomani). The Solomani family has branched into at least twelve distinct languages whereas

the Luriani family has at least nine sub families which have given rise to several hundred distinct languages. All Algine languages are a linguist's delight (or nightmare) being a mix of Luriani, Solomani and Aslan influences.

Vanejen (3119 X686874-2 220 K1 V)

Vanejen is the sole surviving legacy of the Ziru Sirka in the sector. As one of the most remote Vilani outposts it remains an intriguing footnote to Vilani expansion. The world was settled during the so called Third Wave of Vilani expansion; however this title is misleading, inferring the usual Vilani centralised direction. This is not the case, unlike the carefully planned and controlled First and Second Waves, the Third Wave basically consisted of dissatisfied Vilani citizens fleeing the slow decline of the Ziru Sirka. As such it was far from planned and in fact most often ran directly contrary to official policy. The Vanejen colony shows many of the typical characteristics of settlements established during the Third Wave.

Vanejen was first colonised around -2400. Various dates have been put forwards for the precise date, -2430 is the one most widely accepted; however -2436, -2433, and -2427 are also supported by the evidence. The colony has its roots in the Banegan movement, a dissident group that grew along the Ziru Sirka's spinward border during the early years of the Vargr incursions. The group's basic philosophy was that cause of the problems besetting the Ziru Sirka at that time was the weakening of traditional Vilani values. In this it was similar to the many other such groups that existed around Vland at that time. Were it did differ was in the frequent and vocal calls of its founder (Khugi Banegan) for the extension of the Pax Vilanica over the Vargr. With Banegan's death in -2461, the movement gradually transformed itself into a doomsday cult (such cults were not uncommon in the final centuries of the Ziru Sirka). Under his successor (Likush Shinmukir), the movement decided that they should quit the decaying Ziru Sirka and found a new and better society elsewhere based around traditional values. In -2440 the movement purchased several old large transports and some 100,000 members struck out in search of their new home.

As they travelled through Corridor and Deneb sectors they found numerous other settlements founded by exiles like themselves. They made a deliberate decision to found their new colony as far from these as possible to avoid the potential for "contamination." Thus sometime around -2430 they found a suitable world in the Marches and named their new home Banegan after the movement's founder (over time this would be corrupted to Vanejen).

Initially the colony held closely to Banegan's original tenets of orthodox classical Vilani culture; but the traditional Vilani caste system was to prove to be totally unworkable. During the initial planning, the colony's founders had made a disastrous oversight; they had failed to ensure that there were a sufficient number of technicians in the colony's initial population; and several key technologies had been left out of the colony's make up. Due to the nature of Vilani technology patents and their rigid caste system, vital devices were unable to be replaced as they wore out. The colony entered a period of rapid technological decline. Within four centuries of the colony's foundation it had slipped from tech level 11 to tech level 1 and the traditional caste system had been abandoned as the colony regressed to a primitive society.

Gradually Vanejen stabilised and a form of civilisation returned. By year 0 the world had recovered to tech level 2 and established a culture that, while retaining many traditional Vilani elements, was distinctive and unique to Vanejen. The population has retained the traditional conservative Vilani attitudes regarding tradition and change. Technological progress is slow and deliberate; often progress is actively shunned and when new technology is adopted the consequences are carefully studied and controlled. Vanejen culture is based around various Guilds similar in many respects to the older Vilani castes. Each Guild controls one profession in a single city (such as the Gumlín Tailors Guild or the Ligalik Millers Guild) and they jealously guard their trade secrets. When a Vanejeni reaches the age of majority (at age 18) they attempt to persuade one of the Guild Masters to accept them as an apprentice. The master will then instruct the new apprentice in the Guild's trade secrets. If an individual has not been able to persuade a Guild Master to accept them as an apprentice by their 19th birthday; they are simply assigned to a Master by the local city governor. Such an assignee is generally regarded with extreme contempt and many such unfortunates choose suicide as a preferable option.

The basic political unit is the City State (similar to those in classical Greece). At one time there was a great deal of conflict between the City States, however most of these have now fallen into one of several Alliances. It is in these Alliances that the real political power now lies. Each of these Alliances is dominated by a single family. For example, the Flandren (a corruption of the Vilani name Khandeen) family dominates the Circle Sea League. Whilst there is still fairly rigorous competition between the various Alliances, open warfare is now uncommon and conflict is gradually being channelled into areas such as trade and commerce.

Victoria (1817 X697698-3 212 M6 V)

Victoria was the site of an extensive planetary bombardment during the Ancients' Final War. It has been estimated that the planet was struck by at least one hundred large asteroids that created much of the current geography of the world. The planetary bombardment also had a massive impact on the world's ecosystem. It is unlikely that science will ever be sure just how much of Victoria's biosphere was destroyed by the bombardment; but what is certain is that it triggered a mass extinction event that stripped the world virtually naked of life.

Victoria was settled by Suerrat refugees fleeing their final defeat in the Vilani Consolidation Wars. These refugees fled using sublight generation ships and did not reach the Marches until -1450. These ships do not appear to have been the traditional Suerrat design, since they took about 2,500 years to reach Victoria (a traditional Suerrat sublight ramscoop could have made the journey in under a thousand years). In all likelihood these ships sacrificed speed to allow a greater complement of colonists. These colonists carried with them many of the genetically engineered organisms that now dominate Victoria.

The Suerrat retained their technological knowledge for some time after the initial colonisation. The initial settlements were located in the fertile equatorial lowlands. For several generations the Suerrat prospered, tailoring many of the world's remaining native lifeforms to fill the vast number of still vacant ecological niches and introducing and altering scores of new creatures they had brought with them (mostly as frozen embryos). However it was these very genetic manipulations that were to nearly destroy the colony.

One plant introduced by the colonists was to prove an ecological disaster. The Gas Plant was one of the few remaining native plants after the Ancients bombardment and had evolved to fill a number of niches in the environment. At some point in the colony's early history the colonists attempted to modify the plant to fill a number of other niches. It was this tampering that was to be the colony's undoing. The modifications caused the plant to produce a small amount of carboxyl radical when its seed pods rupture. After its release, the new plant spread virtually unchecked and had soon established itself over the entire planet. As a result the planet's lower atmosphere quickly became lethally tainted. Within a generation Human habitation below 1,000m was impossible and the colonists had been forced to flee to the towering Mesas.

The result was disaster and most of the colony's manufacturing capacity was lost. However the colony could have recovered from this blow if it was not for the second notable characteristic of Victoria. Victoria orbits an old population II star and as such the world is very poor in the heavier elements (including most metals). With most of their technology gone, the colonists found themselves unable to procure sufficient quantities of metals to maintain their technological base and thus rapidly reverted to pre-industrial levels. Within 100 years of the release of the Carboxyl plant the colony had plummeted from tech level 10 to tech level 1. The only thing that prevented the colony's extinction was the foresight of the original colonists. Seeing that their new home had very few exploitable metal deposits, they had geneered several plants and animals to produce some alternatives. Without those natural metal substitutes the colony would have failed at that time.

With their retreat to the Mesas and the loss of their technology the colonists rapidly fragmented into many separate and distinct communities, isolated on the individual Mesas. These Mesas are one of the most striking results of the Ancients' bombardment. At this point the bombardment actually fractured the planet's crusts and magma welled up in many locations, resulting in numerous fertile tablelands. The Mesas stand between 1200 and 3000 meters and range from 1km² to over 10,000km². The Mesas are separated by chasms that are between 500 and 2000

meters wide. The near vertical walls of these chasms are home to some of the most spectacular waterfalls in the sector, plunging thousands of meters to the chasm floor, before joining the rivers and lakes there.

Over the next 1200 years the settlers evolved a thriving tech level 3 based culture. The basis of their culture are the many clans, with each inhabited Mesa being home to a clan. Deprived of virtually all metals, they have developed a range of ingenious organic alternatives. Bone, silicates and ceramics are extensively used for tools and other implements. Despite the individual clans separation most retain their basic Suerrat culture, modified by the insular nature of their settlements. They still retain their close affinity with nature, indeed their enforced dependence on metal substitutes has reinforced it. They are co-operative, sociable and gregarious; aggression and violence are uncommon though certainly not unheard of, especially when threatened by outsiders or when their emotions run high. Their three languages are all clearly descended from Old Suerrat with very few Vilani loan words; and trade between the various communities has resulted in a plethora of dialects rather than distinct languages.

Notes on Victoria's Atmospheric taint.

Victoria's atmosphere below 1000 meters is tainted by lethal carboxyl radicals. Unlike most taints, filter masks are not effective against it and an independent air supply is required to avoid ill effects. However the build up of these radicals is a rather slow process (hence the tainted classification rather than exotic) and an individual can survive for a considerable period of time at lower elevations. Characters exposed to Victoria's taint will lose one point of dexterity for each week of exposure. When dexterity reaches zero, the character will lapse into a coma. Death will result in 1 to 6 days after this point. The effects of this poisoning are naturally purged from the body and when a character is removed from the lower atmosphere, they will regain dexterity at the rate of one point per week. However any character who has fallen into a coma will require medical attention before they can recover. It should be noted that the natives are no longer aware of the cause or precise nature of the taint.

Indigenous races

The Spinward Marches is home to a dazzling variety of native life forms and many of the worlds have given birth to their own indigenous minor races. However none of these races had technologically evolved beyond an early industrial society when Imperial colonisation began. The races identified during this period include:

Ebokin (Yebab 3002 X9A489A-3 712 M9 V)

The Ebokin evolved on Yebab, a large cold world with an exotic methane atmosphere. Descended from Omnivore/gather stock, the Ebokin present a totally alien appearance (both physically and psychologically) to the Human observer; however their are ideally adapted to their exotic environment. Physically the Ebokin posses four pairs of "legs" attached to a long "body" and three pairs of "arms" attached to a short "torso". This torso is topped by a very wide flat "head" dominated by a single large "eye" which take up fully one third of the head. The Ebokin vision is primarily in the infra-red portion of the spectrum with only very limited overlap into the Human visual spectrum. Also located on the underside of the head are the Ebokin's "ears". These are two very large areas of sensitive membranes which react to vibrations in the dense Yebab atmosphere. In the centre of the torso is a large "mouth" running much of the length from top to bottom. The Ebokin's eight legs give them the capacity for short bursts of surprising speed. Their lower pair of arms are extremely strong and used primarily for holding objects, the middle pair is primarily used for manipulating objects, having a dexterity similar to Humans; whilst the upper pair is used solely for feeding purposes. The average Ebokin female weighs 130kg and

is around 1.5 metres in length; whereas the males are only approximately 80% of the females size. Ebokin males outnumber the females by a ratio of 5 to 1.

Yebab is inhabited by several very large predators for which the pre-sentient Ebokin were the primary prey. Over the millennia the Ebokin evolved intelligence as a defence against these predators. These predators attacks were so voracious and efficient that defending against them came to define the fundamentals of Ebokin psychology and culture. Since the survival of the species was dependent on the survival of the brood, it was natural for the larger females to assume leadership positions to co-ordinate the defence of the home. Also the eventual solution to the predators attacks was found in a rigid formalised defence system, in this defence system can be found the basis of the rigid and all persuasive "Law" which now totally dominates all aspects of the Ebokin culture.

As the Ebokin civilisation and technology slowly evolved, the threat from the predators receded to become nothing more than a minor nuisance. With the remove of this threat, much of the need for the Law was also removed, but the memory of the life and death struggle for survival remained and the Ebokin were loath to change any aspect of the Law which had protected them. Thus the extremely conservative nature of their culture became ingrained.

The Ebokin culture has not altered much since prehistoric times. The Law is still the defining feature of their behaviour, controlling virtually all aspects of their lives. Despite the extremely conservative nature of Ebokin society the Law has evolved in response to changing circumstances. However these changes have been almost glacial. The Law can only be altered by a full congress of all mature adults, who must agree unanimously on any changes. Ebokin dealings with offworlders are heavily restricted by their conservatism and the nature of their environment. Trade is limited and offworld travel is both distasteful and difficult. Generally the Ebokin will only leave their world only when such a course is dictated by the Law.

Ebokin character generation:

Ebokin characters are generated as per normal Traveller rules with the following exceptions: Strength is 2d+3 and endurance is 2d+1. All Ebokin are barbarians. It is strongly recommended that Ebokin are not used as player characters.

Larianz (Byret 2523 X485676-1 712 G9 V)

The Larianz are a race of semi-avians native to Byret in the Mora subsector. They stand an average of 1.85m tall and mass approximately 60Kg. They are descended tree dwelling poikilothermic bipedal carnivore/chasers stock and whilst being incapable of true flight, they are capable of gliding due to a thick leathery membrane that runs the entire length of their bodies terminating under their 'arms'. In addition to its role in gliding this membrane acts to add to their surface area, greatly increasing the rate at which they can absorb heat. As befitting their arboreal heritage they have excellent sight and superior reflexes. The Larianz possess a thick layer of body fat near the skin surface that acts both as insulation and as heat storage reserve. The Larianz have a prominent snout with powerful jaws and extended upper and lower canines (treat as teeth in combat). Due to their cold blooded circulatory system the Larianz have evolved the ability to drastically reduce their metabolic requirements in response to low temperatures. In such conditions the Larianz can enter a state of comatose semi-hibernation and remain in that state for several days. However they will die if exposed to very low temperatures for extended periods. Despite their gliding ability it appears that the presentient Larianz did not hunt on the wing, rather they preferred to sight a prey from the treetops and then glide to the ground and attack as a pack.

The Larianz developed intelligence approximately one and a half million years ago when their

world entered a period of warmer than normal temperatures. Whilst this caused the reduction of their forest homes and the game upon which they preyed, it also allowed for increased activity and development. When their planet began to cool and return to its normal temperature again approximately 200,000 years ago, the Larianz's range was slowly decreased. This forced the development of social organisations larger than the basic family and thus laid the groundwork for Larianz civilisation. A crucial technological breakthrough came with the development of fire some 50,000 years ago. With this innovation the Larianz could greatly extend their hunting range and the clans could develop food surpluses for the first time. With food surpluses came social specialisation and the development of a rudimentary civilisation. By the time they were first contacted in 78, the Larianz had evolved a thriving early tech level 1 culture.

The basic social grouping in Larianz culture is the extended family (Jarnow) of 6 to 36 individuals, usually covering three or four generations. These families are grouped into Clans (Kacoo) of 4 to 9 families. It is these clans that are the fundamental unit of the Larianz society. Each clan controls a distinct territory, which it exploits co-operatively for the good of the clan. Whilst the Larianz have yet to domesticate any animals, they have developed their hunting techniques into a form approximating ranching. This has enabled them to provide food surpluses and to develop a rudimentary civilisation.

Psychologically the Larianz culture is dominated by the need to aggressively dominate their environment and their pack hunter origins. It is certain that the Larianz are highly dependent on certain technologies for their survival. It is likely that without technologies such as fire and clothing the Larianz would be in danger of extinction. It is quite definite that their civilisation could not survive without these basic technologies. Thus the Larianz see nature as their enemy to be tamed and controlled. The Larianz's low population density results in little conflict between clans. Thus the Larianz culture is pleasantly free of much of the violence that is associated with many other carnivorous cultures. This does not mean however that violence is unheard of. Given the close nature of Larianz families and clans, some degree of interpersonal stress is inevitable. However the Larianz have developed a system of elaborate ritual duelling to deal with such stresses.

Larianz character generation:

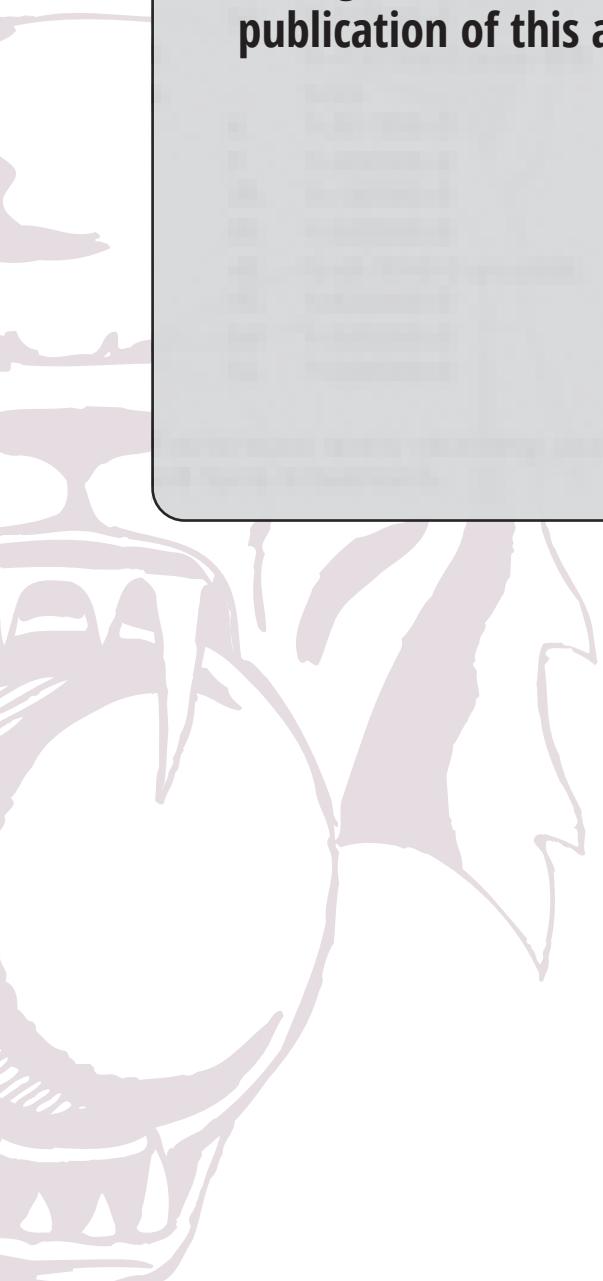
Larianz characters are generated as per normal Traveller rules with the following exceptions: Strength is 2d-1, Dexterity is 2d+1, Endurance is 1d+3, Education is 1d. Social Standing refers strictly to their standing within their own clan. All Larianz are barbarians

Subsector A Master Document

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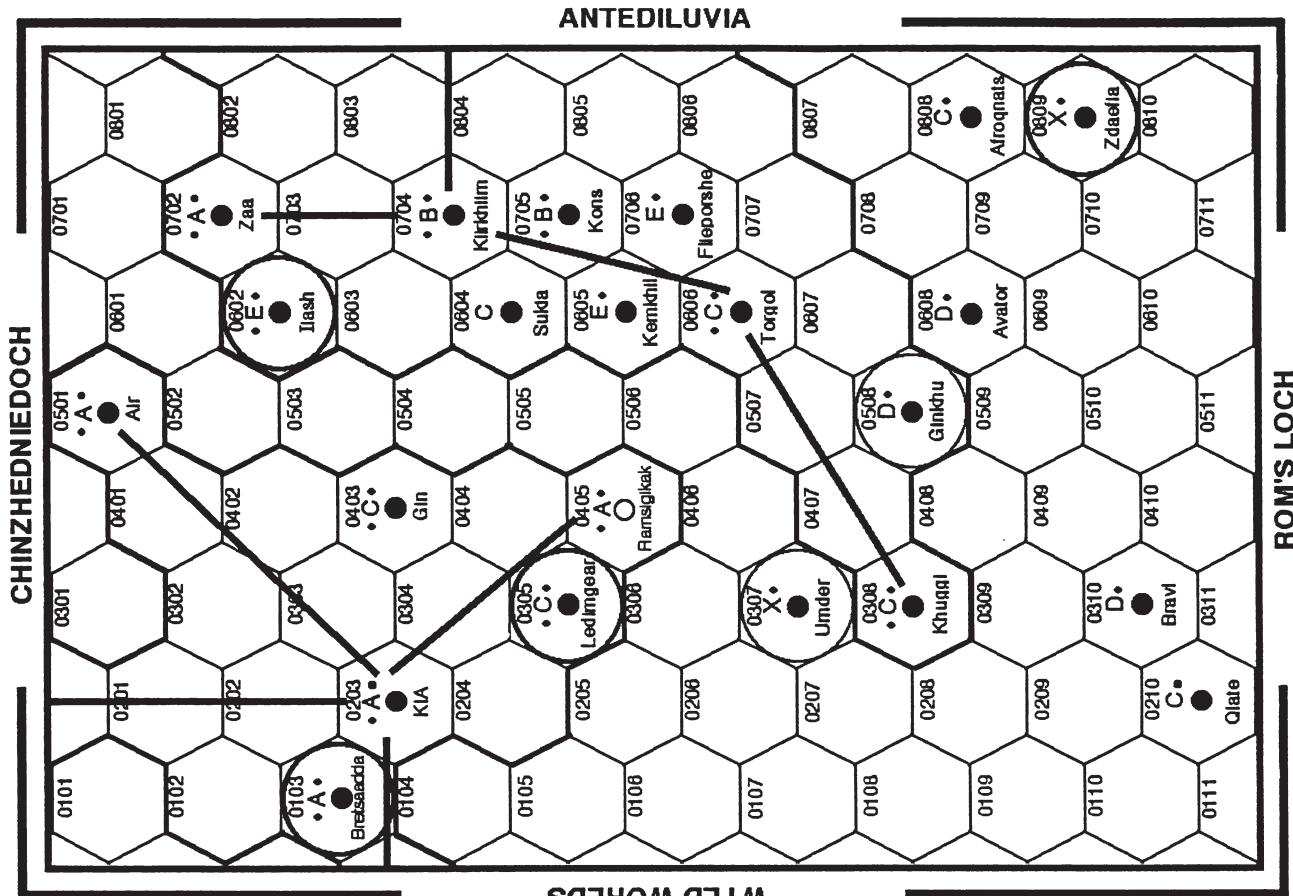


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Akigura Subsector

Ed Note: Subsector developed for Yiklerzdanzh Sector project



The Akigura Subsector

Situated at the convergence of the Zhodani Consulate, Metchaidid Thl and the spinward edge of the Salinaikin Concordance are the Akiguran League of Worlds, which provide the subsector name. The Akigura subsector is sparsely populated with worlds, mostly settled by immigrants from the Zhodani Consulate and the Imperium.

Because of the cross-roads nature of the area, both the Salinaikin Concordance (which controls nearly half the worlds in the subsector) and the Akiguran League have had for quite a while in irregular actions against pirates.

The Akigura world of Breisadda is the home of the warrior monks called the Witnesses. From their moon base around third gas giant of the system, they fight to control both spiritually and physically the monster that was released from an Ancient site by early Zhodani settlers on the real world of Breisadda.

A large number of Akiguran settlers are descended from Imperials fleeing the Psionic Suppressions.

Name	Hex	Statistics	T	B	Trade	Z	PBG	AI	Stellar Data
Breisadda	0103	CA776AAC	M	Ag Ni	An	F	535	Ak	F7 V
KIA	0203	A352668	C	M	Ni Po	I02	Ak	F8 D	
Quale	0210	C65A400	A	M	Ni Wa	304	F	6 D	M7 D
Ledinggear	0305	CAF1410	C	M	Fl Ni	F 324	Ak	G8 V	
Under	0307	X354603	0	A8 Ni	U 702	F9 V			
Khuggi	0308	C301758	7	M	Ic Na Va	I21	Sa	M5 V	
Brav	0310	DTB49EF	9	Hi		203	G8 D	M7 D	
Ginkhu	0403	C55778C	9	M	Ni	I02	Ak	M0 V	M7 D
Ramsigikak	0405	A420410	B	M	Ni	511	Ak	M3 V	
Air	0501	A98A965	D	M	Hi Wa	405	Ak	K4 D	M3 D
Ginkhu	0508	D48LAAA7		Hi	Dc30%	U 122	Sa	F5 V	
Iash	0602	B676000	7	M	Bo Ni	F 634	Sa	F1 V	M3 D
Sustia	0604	C688749	3	A8		I20	Sa	F9 D	
Kemkhil	0605	E546344	5	Lo	Ni	805	Sa	G8 VI	
Toegol	0606	C533242	9	M	Lo Ni Po	504	Sa	K2 III	M6 VI
Avator	0608	D203575	9	Ic	Ni Va	323	Sa	M3 V	M0 V
Zaa	0702	A663564	C	M	Ni	622	Sa	K9 VI	
Kirtuum	0704	B668430	B	M	Ni	423	Sa	F8 D	M1 D
Kons	0705	B684578	9	M	Ag Ni	323	Sa	F2 D	
Flioporsche	0706	E78896B	4	Hi		101	Sa	F3 D	M5 D
Afrognats	0808	C8776AE	C	A8 Ni		903	F1 D		
Zdrella	0809	X978001	1	Lo	Ni	F 932	F2 D	M2 D	

The Akigura subsector contains 22 worlds with a population of over 17 billion. The highest population level is A at Ginkhu; the highest tech level is D at Air. Worlds outside of the Salinaikin Concordance and the Akiguran League of Worlds should be treated as having at least an Unabsorbed or Amber Zone rating.

Yiklerzdanzh Sector

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P